£1.20 • No 89 • 29 OCT 1996

SONIC THE COMIC

HELL-BENT HALLOWEEN ISSUE!

FRIGHT ZONE!

SCARY SCRAWLS!

WORMS!

CREEPY CRAWLIE REVIEW!

PLUS

SONIC 3 Q ZONE & MORE!

FREE Goosebumps™ ALBUM & STICKERS!

SONIC BROOM!

NEW STORY

THE TOMB!

NEW STORY

DECAP ATTACK's PUMPKIN CHASER!

UK's OFFICIAL SEGA COMIC

9 770969 304037 89

EVERY FORTNIGHT

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Halloo, you're now entering *STC's* pumpkin-packed Halloween issue! Not only is there a surprise spooky free gift (Goosebumps Album & Stickers - see below), but those frightfully good Decap Attack folk are back! Yes, give a big hand for crazy gang members Chuck, Frank, Head, and Igor, who star in The Pumpkin Eater!

Also buried in this issue is a brand new Sonic story called The Tomb! *STC* shows your scary scrawls in the Fright Zone, plus there's a creepy crawlie review of Worms, and more Sonic 3 hints and tips come out of the woodwork in the Q Zone.

One last thing, *Broomers*, let me tell you what really gives me the shivers - the things that go bump around the office - those Batbrain humes! Sheesh! Scarey? You ain't seen nothing!

Megadroid

STC GETS...

Scream all you want, the scaretastic Goosebumps Album & stickers is the ultimate Halloween free gift! Taken from the hugely successful US TV series, and the current best selling children's books, Goosebumps mania is set to catch on over here, so Boomers, remember where you saw them first!

EDITOR: Deborah Tate
FEATURES EDITOR: Audrey Wong
DESIGNER: Gary Knight
COVER ART: Richard Elson
PRODUCTION: Sarah Colley
CONSULTANT: Richard Burton

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SEGA

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↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑		BRIAN LARA CRICKET '96
2	↑		WORMS
3	↓		OLYMPIC SUMMER GAMES
4	↑		TAZ-MANIA: ESCAPE FROM MARS
5	↑		MICRO MACHINES 2
6	↓		TOY STORY
7	↑		MEGA BOMBERMAN
8	●		SONIC AND KNUCKLES
9	↓		FIFA SOCCER '96
10	●		STREETS OF RAGE 2

SATURN

1		NEW	ATHLETE KINGS
2	●		LOADED
3	↓		MORTAL KOMBAT 3
4	↓		SEGA RALLY
5	●		VIRTUA COP
6	↑		ROAD RASH
7	↓		VIRTUA FIGHTER 2
8	↓		THE NEED FOR SPEED
9	↓		FIFA SOCCER '96
10		RE	BAKU BAKU

MEGA-CD

1	↑		BRUTAL: PAWS OF FURY
2	↑		B.C. RACERS
3	↓		REBEL ASSAULT
4	↓		SOULSTAR
5		RE	BATMAN RETURNS
6	↓		ETERNAL CHAMPIONS
7	↑		THUNDERHAWK
8	↓		WORLD CUP USA '94
9	↓		TOMCAT ALLEY
10	↓		EARTHWORM JIM

GAME GEAR

1	↑		THE LION KING
2	↑		COLUMNS
3	↑		SONIC THE HEDGEHOG
4	↓		SONIC THE HEDGEHOG 2
5	↑		SONIC CHAOS
6		RE	COSMIC SPACEHEAD
7		RE	MORTAL KOMBAT 3
8	↓		STAR TREK: GENERATIONS
9		RE	POWER RANGERS: THE MOVIE
10		RE	SONIC DRIFT RACING

THE **CHAOTIX CREW'S** SATELLITE BASE IN THE **SPECIAL ZONE.**

SONIC THE HEDGEHOG™

The Tomb

Part 1

Script: NIGEL KITCHING Art: RICHARD ELSON
Colouring: STEVE WHITE Lettering: TOM FRAME

INSIDE THE COMMUNICATIONS ROOM...

GUYS! I'VE **FINALLY** GOT THROUGH TO YOU!

A **METROPOLIS CITY** SAFE HOUSE, **PLANET MOBIUS**. . .

SONIC! WHAT **HAPPENED?** WHERE ARE YOU?

DID YOU DEFEAT **SUPER SONIC?***

*SONIC FOLLOWED HIM INTO THE SPECIAL ZONE IN ISSUE 84 — Megadroid.

WHOA! JUST GIVE ME A SECOND AND I'LL EXPLAIN **EVERYTHING...**

IT SURE WAS CLOSE, BUT WE **DID** BEAT SUPER SONIC. . .**SORT OF!**

EXACTLY WHAT DO YOU **MEAN** BY 'SORT OF'?

WELL, AMY, WE TRICKED HIM INTO FLYING INTO THE OMNI-VIEWER. THEN OMNI **STOPPED TIME** FOR HIMSELF, THIS WAS MEANT TO **TRAP** SUPER SONIC **FOREVER!**

EXCEPT IT DIDN'T QUITE WORK. . . OMNI DIDN'T **STOP** TIME, HE JUST **SLOWED** IT DOWN.

OH GREAT! SO SOONER OR LATER, SUPER SONIC'S GOING TO **ESCAPE!**

RIGHT! BUT AS LONG AS SUPER SONIC'S STILL A THREAT, I'M **STAYING** IN THE SPECIAL ZONE. WE'VE WORKED OUT A PLAN AND. . .

OH, ESPIO'S HERE. . .I GOTTA **GO!**

MMM, WE'LL JUST HAVE TO MANAGE **WITHOUT** SONIC'S HELP FOR A BIT LONGER. . .

CHECKS COMPLETED — WE'RE ON OUR WAY.

I SURE WOULDN'T WANT TO BE AROUND WHEN SUPER SONIC GETS **FREE! NO SIREE-BOB!**

WITH ANY LUCK, CHARMY, **NONE** OF US WILL HAVE TO BE!

IF ANYONE'S INTERESTED, I'VE GOT THE BLACK ASTEROID'S DIAGRAMS ON SCREEN...

THIS WAS ONCE THE BIGGEST GEMSTONE MINE ON MOBIUS. ALL THAT'S LEFT NOW ARE THE TUNNELS!

AND THIS TUNNEL IS THE **ONLY** WAY IN, ESPIO?

THE PLAN IS TO TAKE SUPER SONIC TO THE CENTRE OF THE ASTEROID AND LEAVE HIM THERE!

ON DEPARTURE WE SET OFF A **GRAVITON BOMB**, WHICH SEALS UP THE MAIN TUNNEL!

YOU **REALLY** THINK THAT WILL TRAP SUPER SONIC, MIGHTY?

HECK, IT'S WORTH A **SHOT**, ISN'T IT?

TAKK!

HUH? WE'VE HIT SOMETHING!

SOUNDS LIKE A PIECE OF DEBRIS. . . THIS PART OF THE SPECIAL ZONE IS LITTERED WITH ALL KINDS OF **JUNK!**

'IT'S NOTHING TO WORRY ABOUT.'

AGGH. . .THAT **HURT!**

WHEN I'VE SHRUNK MYSELF TO THIS SIZE, I MUST REMEMBER TO BE MORE **CAREFUL!**

NOW. . .THERE SHOULD BE AN INSPECTION HATCH AROUND HERE. . .AH, **THERE** IT IS!

AT LAST VECTOR SEES THEIR FATEFUL DESTINATION APPROACH...

THERE IT IS... THE BLACK ASTEROID!

I'M TAKING US IN!

I WAS BEGINNING TO THINK WE'D **NEVER** GET HERE!

OH **YIPPIDY-YIP!** THIS IS **EXCITING**, VECTOR!

SHUT UP, CHARMY, I NEED TO CONCENTRATE!

IF I CRASH INTO THE SIDE OF THIS TUNNEL, WE MIGHT **ALL** END UP TRAPPED HERE!

THAT'S **JUST** WHAT I HAVE IN MIND FOR **YOU**, VECTOR!

BUT I **STILL** THINK LORD SIDEWINDER'S CRAZY TO WANT ME TO STEAL SUPER SONIC... HOWEVER, HE **IS** PAYING ME PLENTY!

TIME I GOT ON WITH IT!

FRIZZZ!

HEY, WHAT'S THAT?

IS IT ONE OF THOSE GLOWY THINGS?

AH CHARMY, STUPID AS EVER, I SEE!

NACK THE WEASEL! THEN IT'S TRUE, YOU ESCAPED FROM PRISON — AGAIN!

WHAT ARE WE WAITING FOR... LET'S GET HIM!

HAH! DO YOU THINK I WASN'T EXPECTING THIS?

LOOK OUT, HE'S UP TO SOMETHING!

SOMEBODY REALLY SHOULD CUT YOU BOZOS DOWN TO SIZE!

FRIZZZ!

HEY, WHAT'S HAPPENING TO US?

I... I CAN'T FLY THIS CRAFT ANY MORE! BRACE YOURSELVES FOR **IMPACT!**

CRAAASH!

OW! WISH I'D WAITED UNTIL YOU'D PARKED THIS THING!

HAH, MAYBE I'LL TAKE YOU HOME... I ALWAYS WANTED TO KEEP **PETS!**

CLOPP!

DARN IT! I MISSED THE HEDGEHOG!

COME OUT, COME OUT, **WHEREVER** YOU ARE!

THERE MUST BE A WAY TO STOP HIM! BUT AT THIS SIZE, WHAT CAN I **DO?**

820

NEXT ISSUE:
SMALL PROBLEMS!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

WORMS

Reviewed by Jenny Fromer & Nick Protz

MD
MEGA DRIVE

GAME TYPE: PLATFORM/SHOOT 'EM-UP
PLAYERS: 1-4
PUBLISHER: SEGA
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Sega's new Mega Drive four-player title, **Worms**, is your chance to take control of an army of little pink worms and enter into combat against other worm forces! Not that **Worms** is your standard 'shoot 'em-up' - far from it. In fact, to have any chance of success, you'll have to plan a serious worm attack strategy.

The game itself is simple; teams of worms controlled by up to four players and/or the computer, are scattered over a choice of four linear landscapes. These invertebrate armies each have an arsenal of weapons to let loose on their opponents. The last worm standing (or wriggling) wins. Best of all, there are all sorts of options for customising the game in terms of weapons, teams and ground rules. Depending on whether you opt to play in leagues or friendlies, your worms may be spread randomly amongst other teams or in group formations.

What makes this game so addictive is that you have to think very carefully about how best to employ your weapons without leaving your own worms in danger. The weapons control is straightforward and allows you to project grenades, cluster bombs and bazookas through the air, or to fire all sorts of weapons from point-blank range. However, attack is not always the best form of defence and your worms can go to ground or teleport out of harms way. Look out for weapons drops which may contain such special ammunition as the fabulous exploding sheep!

A minor complaint is that the worms are a bit small and it's tricky telling them apart - particularly when your team is dispersed. A recommendation is that you give your worms single initial names so you can spot them in a crowd. There is not much in the way of sound, save for the satisfying noise of weapons exploding on impact.

Worms is completely absorbing, particularly when played against a group of friends. While it may look fairly basic, and offers a limited choice of terrain, it is the thrill of the chase that will keep you hooked.

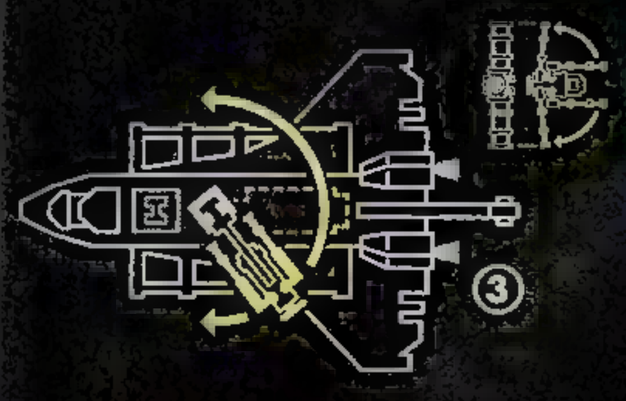
FINAL COUNTDOWN

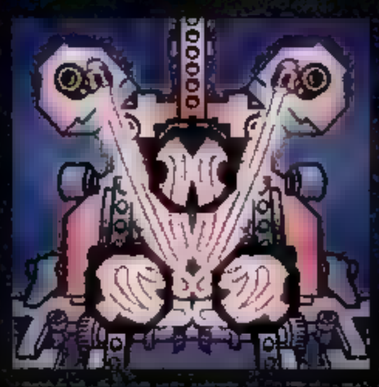
RAVES
Totally addictive!

GRAVES
Limited back-grounds.

GRAPHICS 70
SOUND 70
PLAYABILITY 88
OVERALL 85

LEGO Technic





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Space Shuttle Colorado with Fibre Optics

(Just don't tell N.A.S.A.)

THE WILD FRONTIER TOWN OF **BACKWATER.**

OWW! I'M GONNA TELL MY PA!

GO **AHEAD,** YOU LITTLE **SKUNK!** CRYING TO YOUR PA IS ABOUT ALL YOU'RE **GOOD FOR!**

YOU LET A MAD MOB DRAG A PRISONER FROM THE CELLS... THEY WERE GOING TO **LYNCH** HIM!

YOU'RE A **DISGRACE** TO THAT DEPUTYS' BADGE!

WELL, IT LOOKS LIKE I NEED ME A **NEW** DEPUTY...

KNUCKLES

THE GOOD, THE BAD AND THE ECHIDNA

Part 3

Script: NIGEL KITCHING

Art: NIGEL DOBBYN

Lettering: ELITTA FELL

WHAT DO YOU SAY, KNUCKLES?

LATER THAT DAY...

WELL, I'D BETTER MAKE TRACKS, SHERIFF!

IF I DON'T GET MY HERD OF APTERIX TO METROPOLIS CITY BY THE END OF THE WEEK, I'LL MISS THE MARKETS!

YUH ***REALLY*** THINK CHITO'S BEHIND THAT ATTEMPT ON MY LIFE?

CAN'T SAY FER ***SURE***. BUT WE AIN'T SEEN HIDE NOR HAIR OF HIM SINCE THE TOWNSFOLK TRIED TO STRING UP KNUCKLES.

MIND HOW YOU GO, ROOSTER... WHO-EVER TRIED TO KILL YOU BEFORE MIGHT TRY THEIR LUCK ***AGAIN!***

MEANWHILE IN BACKWATER'S SALOON...

THEY SAY IT WAS ***BOSS KROUCH'S*** MEN WHO TRIED TO LYNCH HIM...

THAT'S WHAT I HEARD TOO!

AND I'LL BE PAYING A *VISIT* TO MAYOR KROUCH IN DUE COURSE!

YOU THE *NEW* DEPUTY, SON?

SHERIFF SAYS I SHOULDN'T LEAVE TOWN UNTIL WE FIND OUT WHO'S BEEN TRYING TO KILL ROOSTER.

I THOUGHT I MIGHT AS WELL *HELP OUT!*

FEELING THIRSTY?

NOT FOR THAT STUFF!

WHAT I WOULD LIKE IS TO FIND A *SLIMY* RABBIT CALLED *CHITO!*

NOW WHY'RE YOU LOOKING FOR *ME*, AMIGO?

SNAKK!

DIDN'T YOUR FOLKS WARN YOU AGAINST PLAYING WITH GUNS?

SPLSH!

HEY! THIS IS MY BEST SUIT!

NOT TO MENTION, MY ONLY SUIT!

WHAKK!

CRASH!

OOF!

THUDD!

AGHH!

WAK!

OWW!

AS IT'S GETTING A BIT CROWDED IN HERE, WHY DON'T WE TAKE THIS...

SNAKK!

KRAAASH!

...OUTSIDE!

TALK, CHITO... YOU WORK FOR BOSS KROUCH, DON'T YOU? IT'S *YOU* WHO HAS BEEN TRYING TO KILL ROOSTER!

NO MORE, SEÑOR... I *ADMIT* IT!

WHERE'S KROUCH NOW? I WANT TO *TALK* TO HIM!

HE LEFT TOWN...

...DECIDED TO TRY AND KEEL ROOSTER HIMSELF!

YOUR FRIEND, HE IS AS GOOD AS *FINISHED!*

YEAH? WELL, WE'LL JUST *SEE* ABOUT THAT!

NEXT ISSUE: **SHOWDOWN!**

DON'T LET THIS HAPPEN TO *YOUR* COPY OF SONIC THE COMIC

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Under wraps for Halloween!

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Pack Winner.

Who is that masked pumpkin?

Neil Davies,
Northampton.

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Stampers 2
Pack Winner.

Tails gets it in the neck again!

Boomer Steven,
Lanarkshire, Scotland.

Crayola Mini Stampers
2 Pack Winner.

Amy lashes out!

Thomas Hoddell,
Ross-on-Wye,
Hereford.

Crayola Mini
Stampers 2
Pack Winner.

Count Knuckula!

Michael Ransome,
Sale, Cheshire.

Crayola Mini
Stampers 2
Pack Winner.

*Hubble, bubble,
toil and
trouble...*

Jacob Knowles-Smith,
Leeds, W Yorks.

Crayola Mini Stampers
2 Pack Winner.

To help see your handywork selected in future Graphic Zone's please take note of the following tips:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up-with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
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Decap Attack

THE PUMPKIN CHASER

COMPLETE STORY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

ART:
NIGEL KITCHING

LETTERING:
ELLIE DE'VILLE

SOMETHING STRANGE IS GOING ON IN CASTLE FRANK.N.STEIN ...

GOOD OV YOU TO COM ZO KVICKLY! VE ARE HAVING EIN GROSSEN PROBLEM MIT DER PUMPELKINS!

AH! YOU MEAN, PUMPKINS.

JA. DAT'S VOT I SAID. PUMPEL-KINS!

T.C.P. KEVIN

JUST AS I THOUGHT. YOU HAVE AN INFESTATION!

I KNOW -- BUT DER OINTMENT IS CLEARING IT UP NICELY ...

NO, YOU MISUNDERSTAND! YOUR PUMPKINS HAVE REVOLTED AND BURROWED THEIR WAY INTO THE NOOKS AND CRANNIES OF THE CASTLE!

IS DAT USUAL?

OH, VERY COMMON. ESPECIALLY AT *THIS* TIME OF YEAR!

ALL KINDS OF *WEIRD STUFF* HAPPENS AT HALLOWEEN.

JA, LAST YEAR I SAW A COW VIV *TWO* HEADS, *EIGHT* LEGS, *TWO* BODIES AND *TWO* TAILS!

SO... YOU SAW *TWO* COWS!

FOLLOW ME! IF I KNOW MY PUMPKINS, THEY'LL BE NESTING IN THE *ATTIC!*

DO YOU THINK THIS GUY *KNOWS* WHAT HE'S DOING?

COME ON! THE TRANSYLVANIAN PEST CONTROLLERS ARE A PROFESSIONAL OUTFIT. HOW DOES THEIR SONG GO?...

♪ IF YOU HAVE TROUBLE WITH CREEPY CRAWLIES THE ONE THING YOU MUST RECALL IS ♪

♪ THAT BE THEY BIG OR BE THEY SMALL THE T.P.C. FUMIGATES 'EM ALL ♪

KEVIN

♪ YES, THE T.P.C. FUMIGATES 'EM ALL. ♪

GOOD GRIEF!

KEEP QUIET... THEY'RE CUNNING VEGETABLES, PUMPKINS... NOT LIKE YOUR TURNIP!

ER... ARE THESE THE FIRST PUMPKINS YOU'VE LOST?

NEIN... IT HAPPENS EVERY HALLOVEEN FOR ZER LAST TEN YEARS!

PREPARE YOURSELVES FOR A SHOCK!

ACHHH! DER PUMPELKINS!

I'VE DIED AND GONE TO GREENGROCER HELL!

THEY'RE GOING CRAZY! THERE'S ONLY ONE THING TO DO!

YES... RUN TO IGOR'S ROOM AND HIDE UNDER THE SHEETS!

NO, DO THIS!

ZHHPP!

SPLATTER

DERE'S TOO MANY OV DEM! NOTHING CAN SAVE US NOW!

LOOK WHO'S HERE!

STAND BACK, THIS IS A MATTER FOR ME AND THE VEGETABLES!

LUCKY YOU REMEMBERED YOU HAD EIN PATENTED PUMPELKIN NET IN ZER BACK OV YOUR VAN!

JUST DOING MY JOB, PROF!

LOOKS LIKE IT'S THE *PIE FACTORY* FOR US, LADS!

TPC

IF I *EVER* SEE ANOTHER PUMPKIN, I'LL *SCREAM!*

YOU CAN ZAY DAT AGAIN!

YAAAAAAA!

WILL SOMEONE *LET ME OUT* OF HERE!

YAAAAAA!

NEXT ISSUE : MORE *DECAP DILEMMAS*

Q ZONE

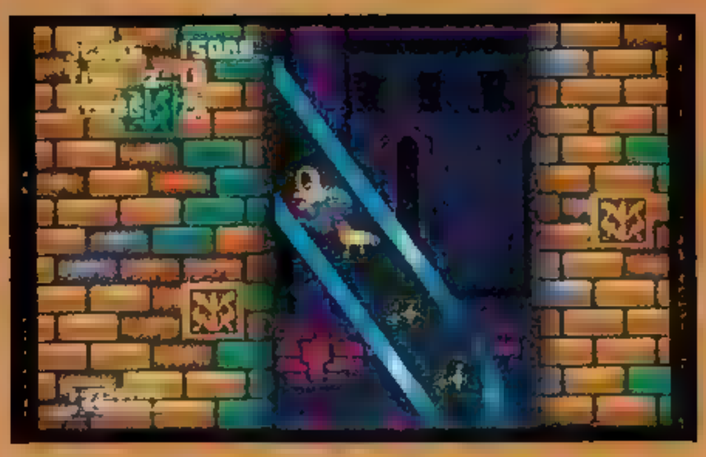
Q IS FOR QUESTION.

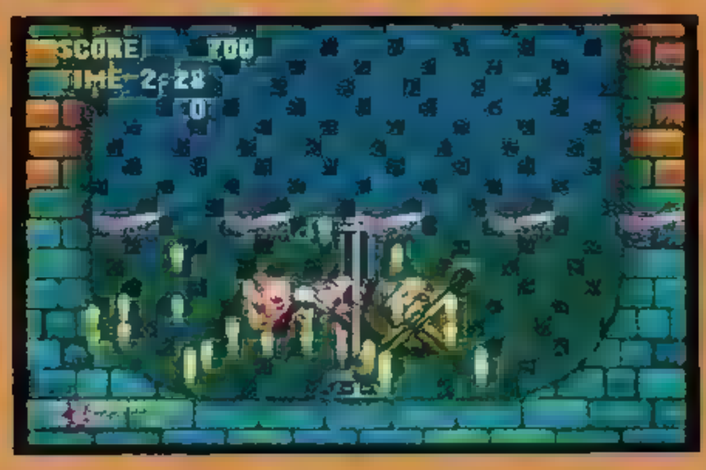
Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.





SONIC THE HEDGEHOG 3 Revisited

MD MEGA DRIVE

THE ZONES - PART 2

HYDROCITY ACT 2

BEWARE OF:
Spinning Pillars, Water Propellers, Speed Hand Catapult, Slides and Bridges.

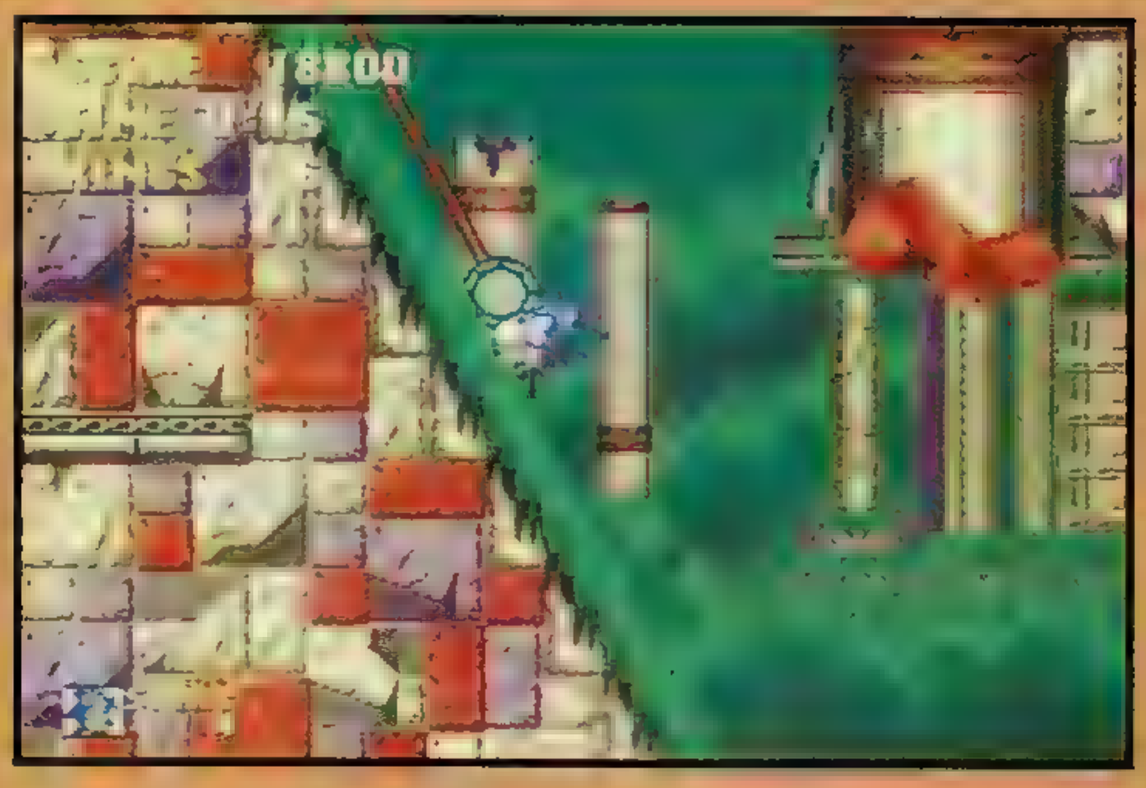
BADNIKS TO AVOID:
Jawz, Turbo Spiker, Doctor Robotnik.

Use Dash Attacks to go right and watch out for Badniks and the yellow springs (they're just where you don't want them!). There are plenty of fast slide and bridge sections, so don't whiz carelessly past these areas as they may hold goodies. TV's are used sneakily here; they contain useful shields that may be placed over spikes or even Doctor Robotnik!

MARBLE GARDEN ACT 1

Marble Garden is fast and the Badniks loiter in the most painful places.

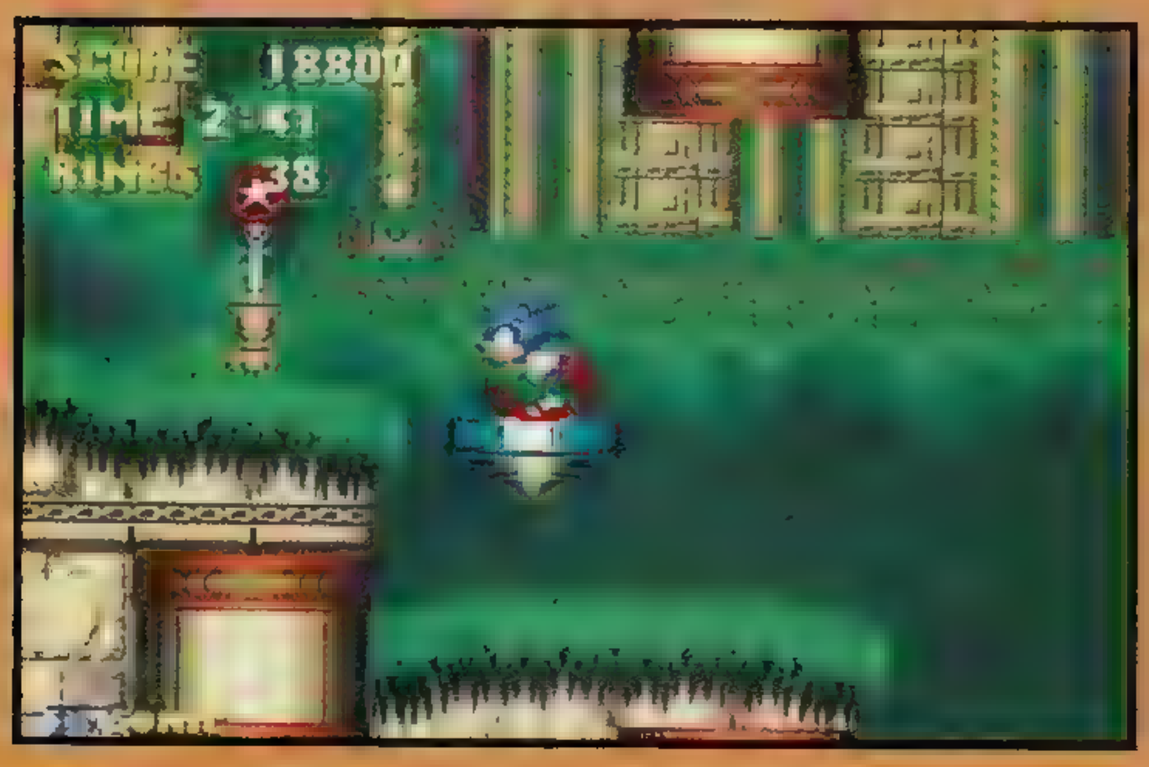
BEWARE OF:
Platform-raising Wheels, Flying Spinners, Giant Rotating Platforms, Mineshafts and Pulley Lifts.



GUARD AGAINST:
Bubbles, Spikers, Arrow-Shooting Heads, Overhead Spikes, Spiked Ball on Chain, Falling Spiked Pillar and Spike Pole.

Marble Garden has you looping the loop on giant, three-armed rotating platforms. It also has you climbing steep hills using long pulley lifts. You get to collect loads of rings by racing Sonic down long diagonals and by using the flying spinners to good effect. These are also good for covering ground quickly but getting used to flying them takes practice; run Sonic too fast and you'll fly straight into some overhead spikes!

One of the nastiest obstacles is the Rotating Spiked Ball on a Chain. It moves very fast and your timing needs to be spot on to get over it. The secret is to follow it on its back-swing and leap as soon as it starts to swing back towards you. If you find a Lightning Shield, it will automatically draw any surrounding rings to Sonic - just like a magnet! As usual, check the walls around you for hidden chambers and that Giant Gold Ring.



ACT 2

Badnik combos stampede thick and fast in this section, but remember, keep cool!

BEWARE OF:
Pully Lifts and Mineshafts, Arrow-Shooting Heads and Mud Pits.

BADNIKS TO AVOID:
Spikers, Mantis and Bubbles.

The menacing Mantis spring up from underground, usually in groups of two or more, so move carefully when hitting one. When the ground above you begins to fall away, there's a tricky left-to-right sequence you need to use in order to move Sonic to stop him being crushed or captured.

Next issue: Zapping through more zones in Sonic 3 revisited!

ACE VENTURA

PET DETECTIVE

NEW-WWW!

ISSUE 1
ON SALE,
WEDNESDAY 2
OCTOBER, 1996.
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SO-OOO DANG GOOD, IT HURTS!

SONIC'S WORLD

COMPLETE STORY

A NEW HOPE

Script: LEW STRINGER | Art: CARL FLINK | Colouring: AMY PRITCHETT | Lettering: TOM FRAME

LIFE ON **PLANET MOBIUS** IS HARDER FOR THE **FREEDOM FIGHTERS** SINCE **SONIC** VANISHED INTO THE **SPECIAL ZONE**. HOWEVER, **AMY**, **TAILS** AND **JOHNNY** CONTINUE THE STRUGGLE AGAINST **DOCTOR ROBOTNIK'S** EVIL **BADNIKS**...

BASH!

WE'RE OUTNUMBERED!

THANK YOU FOR THAT NUGGET OF INFORMATION, JOHNNY! JUST KEEP CLOBBERING THEM!

TARGET IN RANGE!

DON'T BANK ON IT! I'VE BEATEN BIGGER BADNIKS THAN YOU BEFORE!

WHAKK!

YERK! MAYBE I SPOKE TOO SOON!

WHOOPS! LOOKS LIKE TAILS NEEDS SOME HELP!

TAILS! ARE YOU ALRIGHT?

WELL, I'VE FELT BETTER!

AMY! LOOK OUT!

GRAB!

TYPICAL! SOME CREEP THINKS HE CAN SWEEP ME OFF MY FEET!

I'LL SAVE YOU, AMY!

OH NO! I MISSED!

EVER CONSIDERED JAVELIN THROWING FOR YOUR PLANET, JOHNNY!

FLY AFTER THEM, TAILS! WE'VE GOT TO RESCUE AMY!

I CAN'T! THAT FALL HAS TAKEN IT OUT OF ME!

FACE IT, TAILS. . . WE'RE JUST NOT **STRONG ENOUGH** WITHOUT SONIC!

HANG IN THERE, JOHNNY! WE'RE NOT FINISHED YET!

I JUST WISH I BELIEVED THAT!

I'VE NEVER LIKED HANGING AROUND, BADNIK! AS SOON AS WE LAND, YOU'LL GET WHAT'S COMING TO YOU!

ZZAKK!

AWWK!

WOW! LOOKS LIKE YOU JUST **GOT** IT!

ULP! PERHAPS HANGING AROUND WAS PREFERABLE TO GETTING SPLATTERED ON THE GROUND! BUT **WHO** COULD'VE ZAPPED THAT BADNIK?

NEED A LIFT, AMY?

SHORTFUSE THE CYBERNIK! THANKS FOR TAKING OUT THAT BADNIK!

YOU KNOW HOW I FEEL ABOUT BADNIKS! ROBOTNIK TURNED **ME** INTO ONE, BUT I RESISTED HIS **BRAINWASHING** AND HAVE DEDICATED MYSELF TO DESTROYING OTHER BADNIKS! *

WELL WE COULD SURE USE YOUR HELP TODAY!

** A QUICK SUMMARY OF SHORTFUSE'S ORIGIN FOR NEW BOOMERS!* – Your caring, sharing Megadroid.

A FEW MILES AWAY. . .

WHY DID I HAVE TO PICK **FREEDOM FIGHTING** AS A CAREER?

BECAUSE YOU WANTED TO MEET MORE INTERESTING PEOPLE?

I'VE A FEELING THE BATTLE'S NOT LOST YET!

WITH SHORTFUSE BY THEIR SIDE, THE FREEDOM FIGHTERS FINALLY OVERCOME THE BADNIKS. . .

ROBOTNIK'S MOODS WILL BE EVEN WORSE WHEN HE HEARS ABOUT THIS!

THE BATTLE IS OVER. . .

WE MADE A GOOD TEAM, SHORTFUSE! **JOIN** US! WE NEED YOUR KIND OF POWER NOW **SONIC** ISN'T AROUND!

THANKS, AMY. . .BUT I'M A **LONER!** SONIC WILL BE BACK. . .ONE DAY!

BUT ROBOTNIK'S NOT GOING TO GIVE US ANY BREAKS WHILE SONIC'S AWAY!

IF ANYTHING, OLD EGG-DOME WILL TAKE **FULL ADVANTAGE** OF HIS ABSENCE AND **REALLY** COME DOWN HARD ON US!

MMM! THEN MAYBE WE SHOULD STICK TOGETHER! OKAY. . .**I'LL JOIN YOU!**

YAAYY!

I'LL NEVER FILL SONIC'S SNEAKERS, BUT I'LL JOIN YOU FOR AS LONG AS IT TAKES TO **BRING ROBOTNIK DOWN!**

NEXT ISSUE:
ROBOTNIK'S SECRET WEAPON!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL

SEGA MEGA HOG TAG!

HOUSE PEST!

Dear Megadroid,

Could you arrange for Decap Attack's Chuck D Head to come round to my house? I've decided it's the only way to teach my brother to stop making fun of Sonic!

Anthony Northman, Leigh-on-Sea, Essex.
Sonic & Knuckles Hog Tag Winner.

Yes, but I couldn't guarantee you'd have a house left afterwards!

James Robson, Long Hanborough, Oxon.
Sonic & Knuckles Hog Tag Winner.

(SUR)PRIZE!

Yo *STC*,

I would like to know why it's so hard to get letters printed in your comic? As this is the case, is it possible to buy any of the prizes that are given away in Speedlines?

Eleanor Finch, Ripley, Derbyshire.
Sonic & Knuckles Hog Tag Winner.

So, it was hard getting your letter printed, was it Eleanor? The Speedlines prizes are not available in the shops, so it's just as well you've won one!

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

Michael Plimley, Southsea, Wales.
Sonic & Knuckles Hog Tag Winner.

?!**@!*

Dear Megadroid,

Am I the only Boomer to have recognised that your comic is the most respectable comic around? I'm sure that part of the reason is because you don't allow things like *@!**!!! or 'censored' or to be printed!

Gavin Jackson, Washington, Tyne & Wear. MD owner.
Sonic & Knuckles Hog Tag Winner.

Gavin, if only I could assure you that the humes around here kept to the same refined vocabulary as myself!

NEXT ISSUE

LIGHTEN UP WITH DECAP!

NEW STORY

SONIC'S WORLD!

SHORTFUSE SHAKE-UP!

SEGA'S SATURN RELEASE

NiGHTS PIN UP!

CLARIS!

PLUS

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KNUCKLES ADIOS AMIGOS!

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DATA STRIP

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ISSUE [ ] AGE [ ]

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG [ ] MCD [ ] MD [ ]

MM [ ] MS [ ] 32X [ ]

SATURN [ ]

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

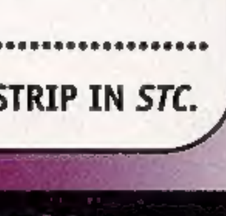
1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 89

[ ] %



Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

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